Iconography

Iconography Icons with Purpose Simplicity, Recognition, Visual Harmony Icons are the most concise form of communication in our interface—a universal shorthand that transcends language. In Play+, icons aren't decoration; they're high-performance, personality-infused micro-elements that accelerate recognition, reduce visual noise, and support faster decisions. This guide defines how we apply iconography across Play+, ensuring it resonates with our Intuitive , Distinct , and Inclusive pillars. Our iconography is shaped by the principles of clarity, consistency, and brand tone. Icons follow our Fluid soul—soft corners, clean lines, and a modern, approachable geometry that feels tactile and human. Used well, they inject clarity, rhythm, and elegance into even the most compact interactions. Our Core Icon Principles ■ Principles Design Guideline Developer Implementation Clear Each icon must be immediately understandable Use established metaphors (e.g., trash for delete, magnifier for search). Consistent Icons must share visual traits: stroke width, detail level, and corner rounding Use the official Play+ Lucide set. Do not mix icons from different libraries. Crisp Icons must render sharply on all screens and sizes. Use only SVGs; design on a 24×24px grid to prevent anti-aliasing blur. Purposeful Icons should guide action or clarify context not add visual noise. Avoid icons that replace critical text unless meaning is universal. Accessible Icons must be usable by all. Screen readers must interpret them meaningfully Include aria-label or visible labels. Maintain WCAG-compliant contrast. The Icon System: Lucide ■ Play+ uses the Lucide icon library —a modern, open-source system with elegant line icons designed for clarity and adaptability. Visual Style Line icons with 1.5px stroke and a 24×24 grid system. Aesthetic Fit Rounded corners and balanced geometry align with Play+'s soft contours. Consistency All icons maintain a shared visual DNA to ensure brand continuity. Application & System ■ Sizing Tokens ■ Token Size Use Case `$icon-size-sm` 16px Inside compact components: chips, tags, footnotes `$icon-size-md` 20px Default size for most use cases `$icon-size-lg` 24px Buttons, list items, and cards `$icon-size-xl` 32px Large actions, empty states, dashboards Color System ■ Default Inherit text color from the parent container (usually $color-text-primary or -secondary). Interactive Interactive: Use action tokens like $color-primary-hover. Functional Use system feedback colors (e.g., $color-feedback-error). Styling & States ■ Filled Style Reserved for active or emphasized states. Avoid mixing filled and line styles without reason. Line Style Default usage for a clean and neutral presence. Best Practices for Choosing an Icon ■ Use universal metaphors e.g., magnifier = search, bell = notifications Be specific, not generic Add document deserves a doc+ icon, not a lone plus Test for clarity Ask a teammate what the icon means—if unsure, rethink it Label it when in doubt Never rely on an icon alone unless it's near-universal (X for close) Don't overuse If an icon doesn't improve speed or comprehension, remove it Governance: Icon Contribution & Review ■ To keep our icon system high-quality and future-proof, we follow a structured process for all new additions: Proposal Submit a use case with reasoning and existing alternatives explored. Design & Review

Icon is created on a 24x24 grid with a 1.5px stroke, soft corners, and visual balance. Reviewed by the Play+ DesignOps team. QA & Accessibility Check Check rendering across sizes, dark/light mode, and accessibility contrast. Implementation Icon added to Figma and codebase (e.g., <Icon name="..." /> component). Documentation Each icon is documented with purpose, tags, and component usage guidelines. Guardrails